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Star Bright

Remote Controller User Manual

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This manual describes how to control Star Bright message display by using the Remote Controller which is enclosed with Star Bright. Please follow the contents shown below to navigate through the manual.

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Remote Controller Power and Signal

How to replace batteries

Remote controller is operated by battery power.

Please follow the steps below to replace batteries:

1. Locate the battery holder cover on the rear side of the remote controller.
2. Facing the rear side of the remote towards the user, take the cover off by squeezing the right side of the cover, and then pull the cover towards the user.
3. Replace the old batteries with the new ones. Do not mistake the – and + side when replacing batteries.
4. Place the cover back on the remote controller.

How to monitor battery power and signal output

The LED light on the remote controller is used as the visual indication of information transfer and battery status.

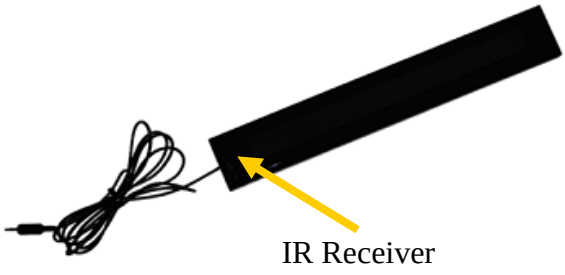
Please follow the steps below to monitor signal and battery power:

1. Push any button on the remote controller.
2. Visually monitor the LED light.
   Brighter LED light indicates stronger signal and battery life.

Where to aim on Star Bright with the remote controller

The remote controller has a capability of operating from visual distance of 16 feet (Approximately 5 meters). Star Bright has an infrared receiver on the front surface, where remote controller must be pointed for the signal.

Please follow the steps below to input signals to Star Bright:



1. Aim at the infrared receiver with a remote controller. See right for the location of the receiver.
2. Press the desired button on the remote controller to check for the proper reaction by Star Bright.

Address Setup

How to assign the address

Address assignment is used to prevent multiple devices from reacting simultaneously to a remote controller signal.

Please follow the steps below to setup the address:

1. Connect all power cords between Star Bright and the AC adaptor.
2. Plug in the power adaptor at the wall to apply power to Star Bright.
3. Wait for 2 seconds.
4. Press ESC when "ADDRESS: None" message is displayed.
5. Input 2 characters from 00 to 99 and AA to ZZ or press DEL for no address.
6. Press ESC to exit.

How to synchronize Star Bright and the remote controller

Star Bright and the remote controller need to be synchronized when an address is assigned. If the address is unknown, please see the second instruction below.

Please follow the steps below to synchronize the two components:

1. Press ESC while Star Bright is powered on.
2. Press the known 2 character address following the ESC button.

If the address is unknown, please follow the steps below:

1. Unplug the USB cord from Star Bright and the power cord at the wall then wait for 5 seconds if initially connected.
2. Plug in the power cord of Star Bright at the wall.
3. Wait for 2 seconds.
4. Star Bright will display the assigned address.
5. Proceed to Step 1 of "synchronize the two components" above.

Navigation

How to select a message number

The message number needs to be selected before inputting or editing messages. Selections include the number-keys from '1' through '0', and the letter-keys from 'A' through 'F''. Please see below:
Total 16 message numbers are available.

Press a key in the selection to choose the message number.

Selecting a message number will display the programmed lines of text.

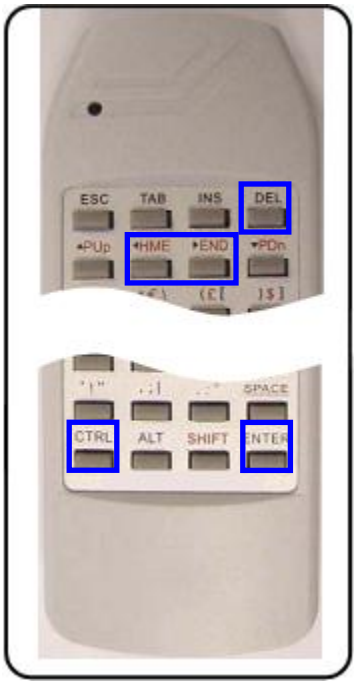
Each message number allows you to input multiple lines of text.

Message Input

How to create a message

Following message of "HELLO WORLD" will be used to explain the process of creating a message. The code shown below is the full code required to display the message with left scroll out action.

Please follow the steps below to display the message "HELLO WORLD".



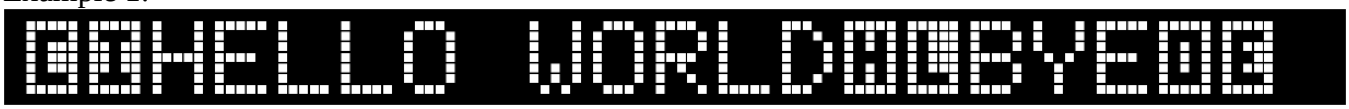
1. Press ENTER to enter the edit mode.
2. Clear initial codes by moving the cursor all the way to the left and repeat pressing DEL until all codes are erased.
   Use ◄ ► buttons to move the cursor.
3. Choose the command from Command Table shown on the follow page. Commands used are C and L for this example.
4. Press the buttons in the following order for command input.
   a. CTRL, C
   b. CTRL, L
5. Enter the message to display, which is "HELLO WORLD".
6. Press the buttons in the following order to input message in capital letters.
   a. CTRL, SHIFT
   b. H, E, L, L, O, SPACE, W, O, R, L, D
   c. CTRL, CTRL
7. Complete the message with closing command, which are O and E.
8. Press the buttons in the following order to input command.
   a. CTRL, O
   b. CTRL, E
9. Press ENTER to exit the edit mode.

Cursor style will change to a line below the character when CTRL is pressed.

COMMAND TABLE

Command	Display Action	Where to place
V	Set to operate in vertical mode 1 where the cable is at the bottom.	Start of message
V V	Set to operate in vertical mode 2 where the cable is at the top.	Start of message
C	Clear the display. Fills all the characters with Spaces.	Start of message
F	Set to fast action speed. All scroll actions will operate at twice the slow mode speed.	Start of message
S	Set to slow (Normal) action speed.	Start of message
L	Set to scroll left as the action type. Text will appear at the right and move left.	Start of Text
R	Set to scroll right as the action type. Text will appear on the left and move right.	Start of Text
D	Set to scroll right as the action type. The text on the line will move down.	Start of Text
U	Set to scroll up as the action type. The text on the line will move up.	Start of Text
I	Set to instant write as the action type. Text will over write from left to right.	Start of Text
P	Set to Pixelate/Random as the action type. The text appears in random dots over 1 second.	Start of Text
B	Blink the current display 5 times. Put BB for 10 seconds.	End of Text
O	Scroll remaining data off the screen in the direction specified by L, R, U or D.	End of Text
H	Hold for 1 second. Ex: Put HH for 2 seconds for HHH for 3 seconds.	End of Text
E	Marks the end of the current message sequence, which then starts again.	End of message

Example 1:



Action details

1. Screen clears.
2. The message “HELLO WORLD” appears and holds for a second.
3. The message “HELLO WORLD” scrolls left as the message “BYE” enters to the screen scrolling left.
4. The sequence ends by the E command.

Example 2:

Action details

1. Set to operate in fast action speed.
   Only the scroll speed will be doubled relative to the normal scroll speed and not hold time.
2. Follow step1 to 4 of the example 1.

Example 3:

Action details

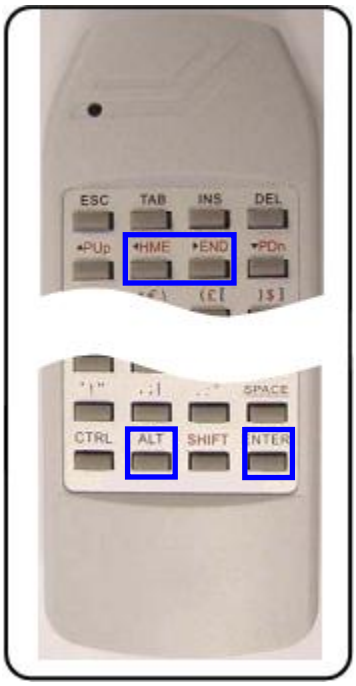
1. Set to operate in vertical mode 1.

Follows step 1 to 4 of the example 1.

How to enter special characters

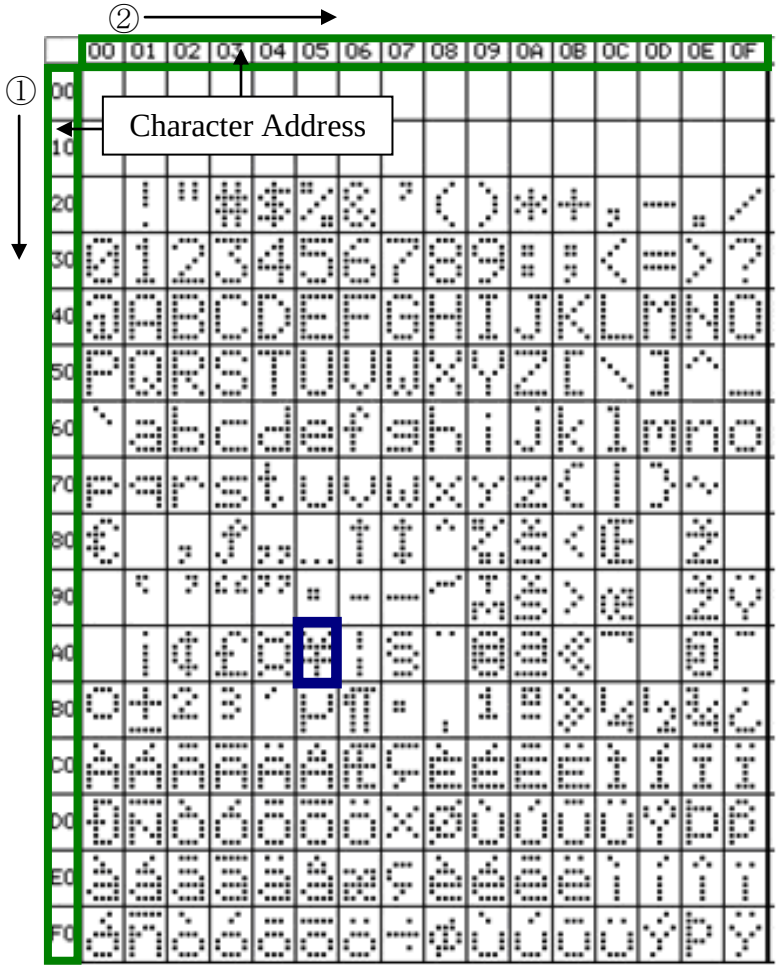
There are some characters that cannot be keyed in by the remote controller, and that is where the Special Character Table finds its role.

Please follow the steps below to insert special characters.



1. Press ENTER to enter the edit mode.
2. Move the cursor to the location where special character is placed. Use ◄ ► buttons to move the cursor.
3. Press ALT.
   Cursor style will change to a line below the character when ALT is pressed.
4. Choose a character from Special Characters Table and locate the character address.
   (Move vertically then horizontally to obtain the character address.)
5. Press the proper buttons to input the address. If the vertical address is **A**0 and the horizontal address is 0**5**. Then type in "**A5**" to display "¥" instead of "**A**00**5**".

SPECIAL CHARACTER TABLE

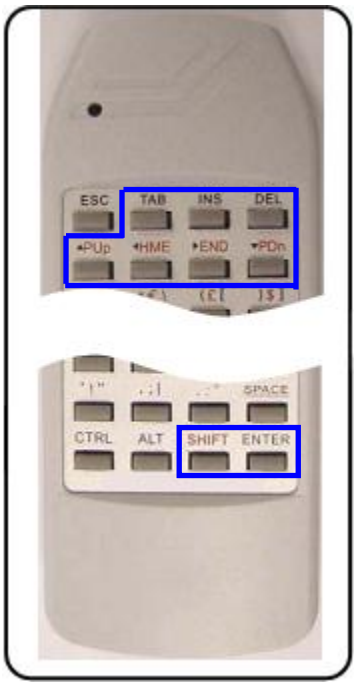


Message Editing

How to edit messages

Please follow the steps below to edit messages.

1. Press ENTER to enter the edit mode.
2. Use the keys shown below to navigate through message editing.



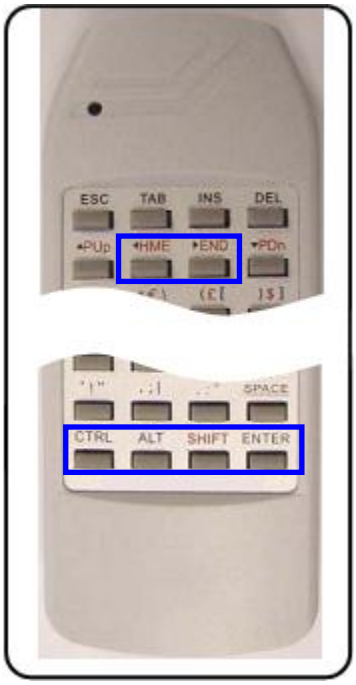
Keys used to navigate the messages	
◄ (Left)	Move the cursor left by one character
► (Right)	Move the cursor right by one character
▲ (Up)	Advance left by one display width
▼ (Down)	Advance right by one display width
TAB	Advance right by 8 characters
SHIFT TAB	Advance left by 8 characters
SHIFT HME	Jump to start of previous message number
SHIFT END	Jump to start of next message number
DEL	Delete character at the cursor and scroll left
INS	Toggle insert mode and overwrite mode
ENTER	Exit edit mode and start running message

3. Move the cursor to the beginning of the message to edit.
4. Delete, insert, or over write new message.
5. Make sure to always conclude the message with the E command.
6. Press ENTER to exit the edit mode.

How to set Caps Lock

There are two methods to input capital letters. One method is non-continuous capital letter input, and the other method is the continuous capital letter input.

Please follow the steps below to insert capital letters.



1. Press ENTER to enter the edit mode.
2. Move the cursor to the location where the letter is placed.
   Use ◄ ► buttons to move the cursor.
3. Choose between Non-continuous and Continuous Method

Non-continuous Method

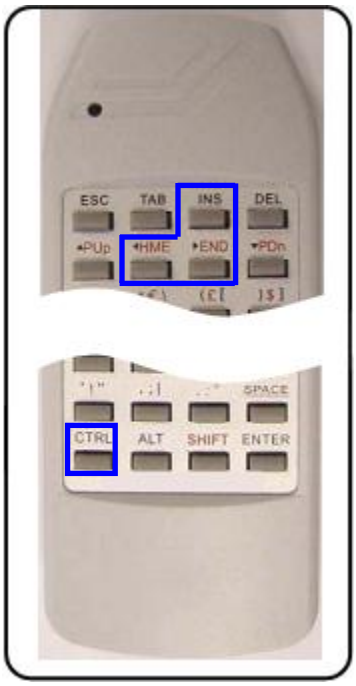
4. Press SHIFT.
   Cursor style will change to a lines below the character.
5. Press the desired character to create a message.
6. Press ENTER to exit the edit mode.

Continuous Method (Caps Lock)

4. Press CTRL followed by the SHIFT button.
   Cursor style will change to a line below the character.
5. Press the desired letter to create a message.
6. Press CTRL twice to cancel the continuous capital letter mode.
   Cursor style will change to dots below the character.
7. Press ENTER to exit the edit mode.

How to copy existing texts

Copy function is used to copy existing characters in the message.



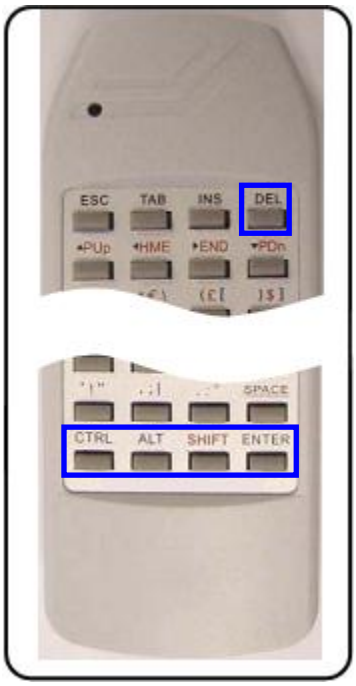
Please follow the steps below to copy existing texts.

1. Press ENTER to enter the edit mode.
2. Move the cursor to the first character to copy.
   Use ◄ ► buttons to move the cursor.
3. Press CTRL followed by the HME button.
   Cursor style will change to a line under the character when CTRL is pressed.
4. Move the cursor to the end character to copy.
5. Press CTRL followed by the END button.
6. Choose the location to copy the flashing characters.
7. Move the cursor to desired location.
8. Press CTRL followed by the INS button to insert.
9. Press CTRL twice to cancel the copy mode.
   Cursor style will change to dots under the character when CTRL is pressed twice.
10. Press ENTER to exit the edit mode.

Resetting to Manufacturing Default Setting

How to reset contents of message number

Individual message numbers can be reset. When a message number is reset, the manufacturer's pre-loaded message will appear on the screen. The manufacturer's pre-loaded message will display "Folder 1" if viewing message number 1. The folder number displayed varies depending on which message number is reset.



Please follow the steps below to reset a message number.

1. Choose the message number to reset.
2. Press ENTER to enter the edit mode.
3. Press the buttons in the following order.
   CTRL, ALT, SHIFT, DEL.
   Cursor style will change to a line under the character when CTRL is pressed.
4. Press Y to confirm reset when the prompt appears.
5. When resetting is complete, it returns to the edit mode.
6. Press ENTER to exit the edit mode.